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SEGA™

32X

GENESIS™

INSTRUCTION MANUAL

TE™
TOURNAMENT EDITION

GENESIS

MIDWAY®

Acclaim®
entertainment, inc.



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MORTAL KOMBAT™ II

MIDWAY® Acclaim®
entertainment, inc.



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FOR PLAY ON THE SEGA™ GENESIS 32X™ SYSTEM.



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HANDLING YOUR CARTRIDGE

- The Sega™ Genesis 32X™ Cartridge is intended for use exclusively with the Sega™ Genesis™ and Genesis 32X™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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NOTHING, NOTHING CAN PREPARE YOU!

500 years ago, the shapeshifter Shang Tsung was banished from the Outworld to the Mother Realm (Earth) for his crimes. There, with the aid of his pupil Goro, a hideous half-human dragon, he was to atone for his crimes by unbalancing the furies of the realm, allowing his master Shao Kahn and his minions to enter the dominion and rule forever.

He was defeated.

He returned to the Outworld a failure, facing execution at the hands of Shao Kahn, supreme ruler of the Outworld, the Astral Planes of Shokan and the surrounding kingdoms. With the apparent death of Goro, his fate seemed sealed. But Tsung told Kahn of his plan for revenge, a plot so evil and twisted even Kahn was persuaded to grant him one final opportunity to redeem himself. He cleverly lured his adversaries to the bizarre Outworld where they would face a new challenge—a tournament hosted by Shao Kahn himself.

Today, the
Tournament
Begins...
Again!



LET THE TOURNAMENT BEGIN!

1. Set up the GENESIS 32X™ as described in its instruction manual.
2. Plug a Sega controller into the control port 1 on the Sega™ Genesis™. To play a two-player game, plug a second controller into port 2.
3. Make sure the power switch is OFF.
4. Insert your Genesis 32X™ Mortal Kombat™ II Game Cartridge into the cartridge slot and press it down firmly.
5. Turn the power switch ON. When you see the Mortal Kombat™ II screen, press START to get to the Options Screen. You will be given two choices: START GAME and OPTIONS. Move the D-BUTTON UP or DOWN to highlight your choice, then press the START button.

PLEASE NOTE: UPON POWER UP YOUR GAME IS SET FOR THE 3-BUTTON CONTROLLER AND THE ACTIVATOR. IF YOU WISH TO USE THE 6-BUTTON CONTROLLER, PLEASE SEE INSTRUCTIONS LOCATED ON PAGE 5 ON HOW TO MAKE THE GAME 6-BUTTON COMPATIBLE.

START GAME begins a one-player battle for the title of Grand Champion. First, however, a fighter must be selected. The warrior selection screen has pictures of all the warriors available to a player.

To select a warrior, move the colored frame onto a warrior using the D-BUTTON. When your choice is framed, press the A, B, or C BUTTON to select him.

To select a warrior randomly, leave the frame on the initial warrior (Liu Kang for Player 1, Reptile for Player 2) and press UP and the START BUTTON.

Should a second player desire to join the tournament, he may do so at any time by pressing his START BUTTON. This will then return both players to the "Choose Your Fighter" screen where they again must choose their warriors. Both players may choose the same warrior. When this happens, the two will be distinguished by color. The players will then battle one another with the winner continuing onward in the tournament, and the loser's game ending.

OPTIONS brings the player to the OPTIONS screen where a number of game features can be modified using the D-BUTTON ARROWS.



DIFFICULTY allows you to choose whether the game will be Very Easy, Easy, Medium, Hard or Very Hard. To set Difficulty, move the cursor to your choice and press any button. Then move the cursor to DONE and press the START button.

CREDITS allows you to determine how many continues you may use before your game is over. To increase or decrease your credits, move the D-BUTTON LEFT or RIGHT. After choosing the desired number of credits, move the cursor to DONE and press the START BUTTON.

EXTRA CONTROLS: Both the Activator and 3-Button Controller share the same setting. To Select the 6-Button Controller, move your cursor to the port you wish to play from and press the A BUTTON to select. Once your selection has been made, move the cursor to DONE and press the START BUTTON.

To exit the options screen and return to the main title screen, move the cursor to DONE and press the START button.

RULES OF THE OUTWORLD

While the komatants in the original Shaolin Tournament for Martial Arts wagered their very lives upon their skills, in Shao Kahn's Outworld tournament, they wager much more!!!

The Outworld tournament first tests a warrior's fighting skill by pitting him against each of the formidable Earth warriors. In all Mortal Kombat® battles, meters in the upper-left and upper-right corners of the screen measure the health of the warriors.

The meters begin each round completely green, but each time a warrior is hit, an amount of red signifying the degree of injury is added to his meter. When a warrior's bar becomes completely red, he is knocked out and the round goes to his opponent.

Should time run out before either komatant is knocked out, the warrior with less injury is declared the victor. The first warrior to win two rounds takes the match and moves on to his next opponent.



NOTE: IF FIVE ROUNDS PASS WITHOUT A MATCH WINNER, BOTH KOMBATANTS WILL BE DISQUALIFIED FROM THE TOURNAMENT.

Once a warrior has defeated the other komatants in the tournament, he then takes on the first of his Outworld hosts, the demon Shang Tsung. His youth restored by his master Shao Kahn, Tsung possesses both powerful magic and considerable physical skill.

Should a warrior defeat Tsung, his next opponent is the massive Kintaro. Kintaro is of the same race of half-human dragons which spawned Goro. Enraged at his comrade's death at the hands of a mere mortal, Kintaro sought entrance to the tournament to seek revenge. Shao Kahn granted him this privilege in exchange for his servitude.

Defeating Kintaro proves a warrior worthy of meeting Shao Kahn, supreme ruler of the Outworld, in battle. Defeat him to end his rule and become the Supreme Warrior in the Outworld realm!



THE ART OF KOMBAT II:

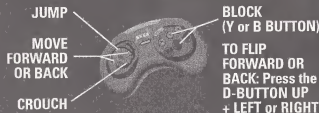
THE BASIC MOVES:

The art of Kombat is as it has been for thousands of years. A wise warrior will begin his training with the art of defense. Far more valuable than learning how to inflict blows is learning how to avoid or deflect them, for an opponent who attacks is an opponent who is vulnerable to attack. Defensive lessons are as follows (based on default settings):

3 BUTTON CONTROLLER



6 BUTTON CONTROLLER



Once defense has been mastered, a warrior can begin to learn the fundamental offensive moves—the punches and kicks. In combination with strong defensive tactics, these moves are enough to defeat most foes. The fundamental offensive moves are as follows:

3 BUTTON CONTROLLER



6 BUTTON CONTROLLER



THE ADVANCED MOVES:

The advanced moves use the basic moves as building blocks to form powerful maneuvers. Although they do more damage, they also are slower. The advanced moves are as follows:

To Uppercut: Press **CROUCH + HIGH PUNCH**

To Foot Sweep: Press **AWAY + LOW KICK**

To Roundhouse: Press **AWAY + HIGH KICK**

To execute a Flying Punch: **JUMP** or **FLIP + LOW** or **HIGH PUNCH**

To execute a Flying Kick: **JUMP** or **FLIP + LOW** or **HIGH KICK**

SPECIAL MOVES:

While being a master of Kombat may be enough to win any Earth contest, winning a contest in the hostile Outworld requires more of a warrior. In preparation for this tournament, every warrior has perfected several special moves. These moves often draw upon spiritual or supernatural energies, extreme physical conditioning, or mutant abilities for their effectiveness, and can be especially potent, often devastating an opponent.

WARRIOR WISDOM:

- Patience is a warrior's greatest ally. Wait for your opponent to attack, then counterattack him when he is most vulnerable.

- Timing is crucial to landing many moves. Practice often to learn timing secrets.

- With practice, combinations of moves can be learned which allow a warrior to hit his opponent several times before he has an opportunity to defend himself, making them an invaluable tool.

- Every warrior has different strengths and weaknesses in terms of speed and movement. Discovering these styles allows you to both use and combat them better.



QUICK REFERENCE CHART (3-Button Controller)

	Normal	+Towards	+Away	+Up	+Down
A BUTTON	Low Punch/ Throw	High Punch	High Punch	Flying Punch	Crouched Low Punch
B BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Low Kick
C BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched High Kick
START BUTTON	Block	Block	Block	Block	Block

QUICK REFERENCE CHART (6-Button Controller)

	Normal	+Towards	+Away	+Up	+Down
A BUTTON	Low Punch/ Throw	Throw	Low Punch	Flying Punch	Crouched Low Punch
X BUTTON	High Punch	High Punch	High Punch	Flying Punch	Uppercut
C BUTTON	Low Kick	Low Kick	Foot Sweep	Flying Kick	Crouched Low Kick
Z BUTTON	High Kick	High Kick	Roundhouse	Flying Kick	Crouched High Kick
B or Y BUTTON	Block	Block	Block	Block	Block

WARRIOR PROFILES



LIU KANG™

After winning back the Shaolin Tournament from Shang Tsung's twisted clutches and returning him to the Outworld in disgrace, Liu Kang returned to his temples. He discovered his sacred home in ruins, his Shaolin brothers lost in a vicious battle with a horde of Outworld warriors, a parting salvo from Tsung and his minions. Now he travels into the dark realm to seek revenge...

SPECIAL MOVES: 3-BUTTON

Standard Fireball: Towards, Towards + Punch

Crouching Fireball: Towards, Towards, Punch

Flying Kick: Towards, Towards, High Kick

Bicycle Kick: Hold Low Kick for 5 seconds then release

SPECIAL MOVES: 6-BUTTON

Standard Fireball: Towards, Towards, High Punch

Crouching Fireball: Towards,

Towards, Low Punch

Flying Kick: Towards, Towards, High Kick

Bicycle Kick: Hold Low Kick for 5 seconds then release



KUNG LAO™

A former Shaolin monk and member of the White Lotus Society, Kung Lao is the last descendant of the great Kung Lao who was defeated by Goro 500 years ago, allowing the tournament to fall into Shang Tsung's evil hands. Realizing the danger the Outworld menace poses to all Earth, he joins Liu Kang in entering Shao Kahn's contest.

SPECIAL MOVES: 3-BUTTON

Teleport: Down, Up

Hat Throw: Away, Towards + Punch

Bullet Kick: Down + High Kick at the peak of any jump

Whirlwind Spin: Up, Up, Low Kick (Keep tapping Low Kick to keep spinning)

SPECIAL MOVES: 6-BUTTON

Teleport: Down, Up

Hat Throw: Away, Towards + Low Punch

Bullet Kick: Up, Down + High Kick at the peak of any jump

Whirlwind Spin: Up, Up, Low Kick (Keep tapping Low Kick to keep spinning)





JOHNNY CAGE™

The world was shocked when martial arts movie star Johnny Cage disappeared from the set of his latest film. But in truth, he was following his former ally Liu Kang into the Outworld where he plans to compete in a twisted tournament in which lies the balance of Earth's existence - as well as a script for another blockbuster movie.

SPECIAL MOVES: 3-BUTTON

Green Flame (Low): Away to Towards + Punch
Green Flame (High): Towards to Away + Punch
Shadow Kick: Away, Towards, Low Kick
Shadow Uppercut: Away, Down, Away + Punch
Low Blow: High Kick + Low Kick

SPECIAL MOVES: 6-BUTTON

Green Flame (Low): Half Circle Away to Towards, Low Punch
Green Flame (High): Half Circle Towards to Away, High Punch
Shadow Kick: Away, Towards, Low Kick
Shadow Uppercut: Away, Down, Away, High Punch
Low Blow: Block + Low Punch



REPTILE™

Shang Tsung's personal protector, Reptile lurks in the shadows stopping all those who would do his master harm. His human form is believed to disguise a horrific reptilian creature whose race was thought extinct millions of years ago. He enters the contest hoping to defeat all and protect his master.

SPECIAL MOVES: 3-BUTTON

Acid Spit: Towards, Towards + Punch
Force Ball: Away, Away, Punch
Invisible: Hold Block, Up, Up, Down, release Block, Punch
Slide: Away + High Kick + Low Kick

SPECIAL MOVES: 6-BUTTON

Acid Spit: Towards, Towards, High Punch
Force Ball: Away, Away, High Punch + Low Punch
Invisible: Hold Block, Up, Up, Down, release Block, High Punch
Slide: Away + High Kick + Low Kick



SUB ZERO™

Thought to have been vanquished in the Shaolin Tournament, Sub Zero mysteriously returns. It is believed this secretive member of the Lin Kuei, a legendary clan of Chinese "ninjas" has traveled into the Outworld to again attempt an assassination of Shang Tsung. To do so, he must fight his way through Shao Kahn's tournament.

SPECIAL MOVES: 3-BUTTON

Deep Freeze: Down to Towards + Punch

Ground Freeze: Down to Away + Low Kick

Slide: Away + High Kick + Low Kick

SPECIAL MOVES: 6-BUTTON

Deep Freeze: Down to Towards + Low Punch

Ground Freeze: Down to Away + Low Kick

Slide: Away + High Kick + Low Kick



SHANG TSUNG™

After losing control of the Shaolin Tournament and returning to the Outworld in disgrace, the shapeshifter Shang Tsung promised his ruler, Shao Kahn, that he could still unbalance the furies and allow Kahn to take over the Earth. His plan was to lure the Earth warriors to compete in the Outworld, and then, win or lose, never to let them return. Convinced of this plan, Shao Kahn restored Tsung's youth.

SPECIAL MOVES: 3-BUTTON

Flaming Skulls: Away, Away + Punch (One)

Away, Away, Towards + Punch (Two)

Away, Away, Towards, Towards + Punch (Three)

MORPHS:

Liu Kang: Away, Away, Towards, Towards, Block

Kung Lao: Away, Down, Away, High Kick

Johnny Cage: Away, Away, Down, Punch

Reptile: Down, Up, Down + Punch

Sub Zero: Towards, Down, Towards, Punch

Kitana: Block, Block, Block

Jax: Down, Towards, Away, High Kick

Mileena: Hold Low Kick for 2 seconds then release

Baraka: Down, Down, Low Kick

Scorpion: Up, Up

Rayden: Down, Away, Towards, Low Kick

SPECIAL MOVES: 6-BUTTON

Flaming Skulls: Away, Away, High Punch (One)

Away, Away, Towards, High Punch (Two)

Away, Away, Towards, Towards, High Punch (Three)

MORPHS:

Liu Kang: Away, Away, Towards, Towards, Block

Kung Lao: Away, Down, Away, High Kick

Johnny Cage: Away, Away, Down, Low Punch

Reptile: Down, Up, Down + High Punch

Sub Zero: Towards, Down, Towards, High Punch

Kitana: Block, Block, Block

Jax: Down, Towards, Away, High Kick

Mileena: Hold High Punch for 2 seconds then release

Baraka: Down, Down, Low Kick

Scorpion: Up, Up

Rayden: Down, Away, Towards, Low Kick



KITANA™

Kitana's beauty hides her savage role as a personal assassin for Shao Kahn. Seen talking to an Earth realm warrior, her motives have come under suspicion by her twin sister Mileena, but only Kitana knows her own true intentions.

SPECIAL MOVES: 3-BUTTON

Fan Swipe: Away + Punch

Fan Throw: Towards, Towards, Punch

Fan Lift: Away, Away, Away + Punch

Squarewave: Towards to Away + Punch

SPECIAL MOVES: 6-BUTTON

Fan Swipe: Away + High Punch

Fan Throw: Towards, Towards, High Punch + Low Punch

Fan Lift: Away, Away, Away, High Punch

Square Wave Punch: Towards to Away, High Punch





JAX™

Major Jackson Briggs was leader of the U.S. Special Forces unit of which Lt. Sonya Blade was a member. After receiving a signal from Lt. Blade, Jax embarks on a rescue mission, hoping to retrieve both Sonya and the elusive Kano, wanted criminal and leader of the Black Dragon organization. Sonya's trail leads him into the ghastly Outworld, where he believes both Sonya and Kano to be held prisoner.

SPECIAL MOVES: 3-BUTTON

Ground Pound: Hold Low Kick for 3 seconds, then release

Grab: Towards, Towards, Punch

Super Slam: Tap Punch during Throw maneuver

Sonic Wave: Half circle, Towards to Away, High Kick

Backbreaker: Block, while in air with opponent

SPECIAL MOVES: 6-BUTTON

Ground Pound: Hold Low Kick for 3 seconds, then release

Grab: Towards, Towards, Low Punch

Super Slam: Tap High Punch during Throw maneuver

Sonic Wave: Half circle, Towards to Away, High Kick

Backbreaker: Block, while in air with opponent



MILEENA™

Serving as an assassin along with her twin sister Kitana, Mileena's dazzling appearance conceals her hideous intentions. At Shao Kahn's request, she is asked to watch for her twin's suspected dissension and must put a stop to it at any cost.

SPECIAL MOVES: 3-BUTTON

Teleport Kick: Towards, Towards, High Kick

Roll Attack: Away, Away, Down, High Kick

Sai Throw: Hold Low Kick for 2 seconds then release

SPECIAL MOVES: 6-BUTTON

Teleport Kick: Towards, Towards, Low Kick

Roll Attack: Away, Away, Down, High Kick

Sai Throw: Hold High Punch for 2 seconds then release



BARAKA™

Baraka led the attack against Liu Kang's Shaolin temple. He belongs to a nomadic race of mutants living in the wastelands of the Outworld. His fighting skills and dreaded Blade Fury gained the attention of Shao Kahn who then recruited him into his army of destruction.

SPECIAL MOVES: 3-BUTTON

Blade Swipe: Away + Punch

Blade Spark: Down to Away + Punch

Blade Fury: Away, Away, Away, Punch

Double Kick: Tap High Kick 2 times when close to your opponent

SPECIAL MOVES: 6-BUTTON

Blade Swipe: Away + High Punch

Blade Spark: Down to Away, High Punch

Blade Fury: Away, Away, Away, Low Punch

Double Kick: Tap High Kick 2 times when close to your opponent

SCORPION™

This reincarnated specter is back after learning of Sub Zero's return. He again stalks the ninja warrior, following him into the dark realm of the Outworld where he continues his personal mission — to avenge the loss of his family at the hands of the Lin Kuei clan.

SPECIAL MOVES: 3-BUTTON

Spear: Away, Away, Punch

Decoy: Down to Away + Punch

Scissor Takedown: Towards to Away, Low Kick

Air Throw: Block, while in air with opponent

SPECIAL MOVES: 6-BUTTON

Spear: Away, Away, Low Punch

Decoy: Down to Away, High Punch

Scissor Takedown: Towards to Away, Low Kick

Air Throw: Block, while in air with opponent



RAYDEN™

Watching events unfold from high above, the mystic Rayden realizes the grim intentions of Shao Kahn. After warning the remaining warriors from the Shaolin Tournament, Rayden soon disappears. He is believed to have ventured into the Outworld alone.

SPECIAL MOVES: 3-BUTTON

Lightning Bolt: Down to Towards + Punch

Flying Thunderbolt: Away, Away, Towards

Teleport: Down, Up

Shock: Hold Punch for 3 seconds, then release when next to a standing opponent (In two player mode only!)

SPECIAL MOVES: 6-BUTTON

Lightning Bolt: Down to Towards, Low Punch

Flying Thunderbolt: Away, Away, Towards

Teleport: Down, Up

Shock: Hold High Punch for 3 seconds, then release when next to a standing opponent (In two player mode only!)



KINTARO™

With Goro missing, Kintaro steps up to take his place as supreme ruler of Shao Kahn's armies. Stronger and more agile than his predecessor he is enraged by Goro's defeat. Kintaro vows to take revenge on the Earth warriors responsible.





SHAO KAHN™

The supreme ruler of the Outworld, Shao Kahn governs the Astral Planes of Shokan and all surrounding kingdoms. Five hundred years ago he banished the shapeshifter Shang Tsung into the Mother Realm (Earth) to pay for his crimes. Shang Tsung was to unbalance the furies and create a weakness in Earth's dimensional gates. This weakness in the gates would allow Kahn and his minions to forever walk the Earth and plague its inhabitants to a dark and chaotic existence. Only then would Shang Tsung be cleared of his offense and the curse be lifted.



NOTES

NOTES

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SEGA™

AKKlaim
entertainment inc.

MORTAL KOMBAT®

GENESIS

32X

32X

GENESIS



T-8101B

T-8101B



TM

MORTAL KOMBAT II

**32MEG
POWER**

MIDWAY®

AKKlaim
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LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA® GENESIS 32X™ SYSTEM.



Acclaim
ENTERTAINMENT

MORTAL KOMBAT

GENESIS

32X



MORTAL KOMBAT II

Rip into the *real* arcade action that 32 megs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound F/X of the arcade smash -- from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!



UNLEASH JOHNNY CAGE'S™
REAL SHADOW KICK!



SHANG TSUNG'S NEW PLAN IS TO LURE HIS ENEMIES
TO COMBAT IN THE DANGER OF MARCH. THEY WILL
NEED CANTON CASH TO SAVE THEMSELVES.



DELIVER SHANG TSUNG'S™
FRIENDSHIP IN FULL COLOR!

ALL THE ACTION
OF THE ARCADE SMASH!



FLAMING SKULLS SCREAM PAST YOU IN STEREO!



EXPLOSIVE 32 BIT, 32 MEG GRAPHICS!

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MIDWAY®



1 OR 2
PLAYERS

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and Genesis 32X (sold separately) purchased in North and South America (except in
Argentina, Paraguay, and Uruguay). Will not operate with any other television.
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This official seal is your assurance that this
product meets the highest quality standards
of SEGA™. Buy games and accessories with
this seal to be sure that they are compati-
ble with the SEGA™ GENESIS™ SYSTEM.
COVERED WITH GENESIS 32X™.

MATURE
REALISTIC BLOOD + GORE
REALISTIC VIOLENCE
For information on this product's
rating, please call 1-800-771-3772

PATENTS: U.S. # 4,642,496/4,454,584/ 4,662,076; Europe # 89344; Canada #
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Programmed in the U.K. Printed and Assembled in U.S.A.

T-8101B

T-8101B

XX29

CLASSIC VIDEO

MORTAL KOMBAT[®]

MIDWAY

Acclaim[™]



T-81016

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MATURE



AGE 17+